plotline user manual

Title	plotline (IP core)
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Website	http://www.ajaxcompilers.com
Release Date	07 January 2013
Version	1.0.0
Rev. history	
v1.0.0	07-01-2013 First public release.

1. Introduction

The `PLOTLINE` graphics unit module is a synthesizable RTL VHDL model of Bresenham's line drawing algorithm. The algorithm determines which points should be plotted in order to form a close approximation of a straight line segment between two given points (x0,y0) and (x1,y1). It is typically used for drawing lines on raster displays as well as fundamental functionality in numerous software graphics libraries.

The algorithm uses only integer operations such as addition, subtraction, bit shifting, comparison, absolute value and conditional moves. It consists of a single loop that keeps track of the propagated error over the x- and y-axis, which is then used for calculating the subsequent pixel on the line. The loop terminates when the end point is reached.

The following sections provide details on the contents of the distributed IP core, which include all necessary materials such as source files and scripts for RTL simulation and logic synthesis. Further, a demonstration system with VGA output is provided for FPGA testing of the PLOTLINE IP core.

Reference documentation for PLOTLINE can be found in the /doc subdirectory in plain text, HTML and PDF form.

2. Functional description

PLOTLINE is implemented as a fully synchronous FSMD (Finite-State Machine with Datapath). The interface diagram for streamed pixel generation is shown below. The core uses a single external clock source, connected to signal `CLK`. It can be asynchronously reset with the active high signal `RESET`. Signal `START` activates the core. Data inputs `X0`, `Y0` and `X1`, Y1" are the start and end point coordinates. Data outputs `XOUT`, `YOUT` are the x- and y-axis coordinates of the currently emitted pixel. `DONE` signifies the end of the current computation; when `VALID` is raised, a new pair of outputs (`XOUT`, `YOUT`) has been generated. `READY` indicates that the core can accept new input.

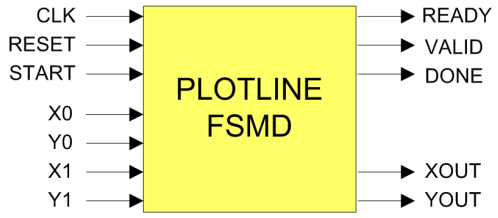

Figure 1: PLOTLINE FSMD I/O interface.

3. File listing

The PLOTLINE distribution includes the following files.

/plotline	Top-level directory
/bench/vhdl	Benchmarks VHDL directory
plotline_tb.vhd std_logic_1164_ta.vhd std_logic_textio.vhd	Self-checking testbench for the plotline IP. Useful additions to the std_logic_1164 package. Draft version of the std_logic_textio package.
/doc	Documentation directory
AUTHORS LICENSE plotline-fsmd-if.png plotline-pb.pdf README README.html README.pdf VERSION	List of authors. End-user license agreement for using the “plotline” distribution. PNG image illustrating the plotline I/O interface. Product brief (brochure) for the PLOTLINE IP core. This file. HTML version of README. PDF version of README. Current version of the PLOTLINE IP core.
/rtl/vhdl	RTL source code directory for the IP core
plotline.vhd	RTL VHDL design file.
/sim/rtl_sim	RTL simulation files directory
sim/rtl_sim/bin	RTL simulation scripts directory
plotline.do plotline.mk	`do` script for Mentor Modelsim simulation. GNU Makefile for GHDL simulation.
/sim/rtl_sim/out	Dumps and other useful output from RTL simulation
plotline.vcd plotline_results.txt	Value Change Dump file generated from RTL simulation. Diagnostic output from RTL simulation.
/sim/rtl_sim/run	Files for running RTL simulations
plotline_data.txt plotline-ghdl.sh plotline-mti.sh	Reference input/output data for RTL simulation. Bash shell script for running the GHDL simulation. Bash shell script for running the Modelsim simulation.
/sim/rtl_sim/vhdl	VHDL sources for RTL simulation

clockdiv.vhd colordec.vhd data_bram.vhd imgmap.vhd plotline_system.vhd vga_controller.vhd	Parametric clock divider. Color decoder to RGB444. Block-RAM based memory model. Plotline data generation and storage (data_bram). Top-level VHDL source of the plotline demo system. Parametric VGA controller.
/sw	Software utilities
plotline.bsl plotline.pbm plotline.ppm plotline_test.c	Optimized BASIL model for the plotline functionality. Generated PBM (binary) image from C model simulation. Generated PPM (color) image from C model simulation. Reference C model for the line drawing application.
/syn/xise	Synthesis files for use with Xilinx ISE
/sim/xise/bin	Synthesis scripts directory
xst.mk	Standard Makefile for command-line usage of ISE.
/sim/rtl_sim/out	Bitfiles and other useful output from synthesis
plotline-256x256.bit	Reference bitstream for the plotline system.
/sim/rtl_sim/run	Files for running synthesis
plotline_sys-syn.sh plotline_system.bit	Bash shell script for invoking the ISE tools. Newly generated bitstream as the result of synthesis.
/sim/rtl_sim/src	Additional source files for running synthesis
plotline_sys_s3an.ucf	User constraint file for the Xilinx Spartan-3AN starter kit development board.

4. Simulation

The PLOTLINE IP core distribution supports both GHDL and Mentor Modelsim simulation.

4.1. GHDL

For running the GHDL simulation, change directory to the `/sim/rtl_sim/run` subdirectory:

```
$ cd $PLOTLINE_HOME/sim/rtl_sim/run
```

assuming `PLOTLINE_HOME` is the directory where the top-level `/plotline` is found.
Then, the corresponding shell script is executed:

```
$ ./plotline-ghdl.sh
```

The simulation produces two files, a VCD (waveform) dump named `plotline.vcd` and the diagnostic text file `plotline_results.txt` which are automatically copied to the `/sim/rtl_sim/out` subdirectory.

4.2. Modelsim

Similarly, for running the Modelsim simulation, the corresponding shell script is executed from the `/sim/rtl_sim/run` subdirectory:

```
$ ./plotline-mti.sh
```

As in the GHDL case, the VCD dump and the diagnostic text file are produced.

5. Synthesis

The PLOTLINE IP core distribution supports both logic synthesis of a demo system that utilizes the PLOTLINE IP core for basic graphics generation. It should be noted that due to the specific block RAM storage size of the tested device (Xilinx XC3S700AN) the visible display is limited to 256x256. Different visible display dimensions are possible by configuring the `X_OFFSET`, `Y_OFFSET`, `X_SIZE` and `Y_SIZE` generics of the `imgmap` module.

5.1. Demo system

The demo system comprises of the following components:

- plotline_system: The top-level component.
- imgmap: Provides data content storage. Data is generated by plotline.
- vga_controller: VGA controller for graphic (bitmap) output.
- clockdiv: Clock divider.
- colordec: Color decoder for 16-color generation.
- data_bram: Synchronous read RAM model using separate address ports for writing and reading. Reading is solely used for graphics display.
- plotline: The actual PLOTLINE IP core component.

5.2. Running the synthesis script

For running the Xilinx ISE synthesis, change directory to the `/syn/xise/run` subdirectory:

```
$ cd $PLOTLINE_HOME/syn/xise/run
```

and execute the corresponding script:

```
$ ./plotline_system-syn.sh
```

The synthesis procedure invokes several Xilinx ISE command-line tools for logic synthesis as described in the corresponding Makefile, found in the the `/syn/xise/bin` subdirectory.

Typically, this process includes the following:

- Generation of the `*.xst` synthesis script file.
- Generation of the `*.ngc` gate-level netlist file in NGC format.
- Building the corresponding `*.ngd` file.
- Performing mapping using `map` which generates the corresponding `*.ncd` file.
- Place-and-routing using `par` which updates the corresponding `*.ncd` file.
- Tracing critical paths using `trce` for reoptimizing the `*.ncd` file.
- Bitstream generation (`*.bit`) using `bitgen`.

Finally, the `plotline_system.bit` bitstream file is produced and the `impact` GUI is invoked.
From the `impact` GUI the following procedure is suggested (other options are also valid choices):

- Select `No` in the `Automatically Project File Load` popup screen.
- Select `No` in the `Automatically create and save a project` popup screen.
- Select `Cancel` in the `New Impact project`.
- From within the `Impact Flows` card (near top-left), double click on `Boundary Scan`.
- From the `File` menu, select `Initialize Chain`.
- Select `Yes` in the `Auto Assign Configuration Files Query Dialog` popup.
- Select the generated bitfile from the `Assign New Configuration File` popup for loading to the `XC3S700AN` device.
- Subsequently, select `Bypass` in order not to load the `XCF04S` PROM.
- Select `OK` in the `Device Programming Properties` popup.
- Right click to the `XC3S700AN` device symbol.
- Select `Program FPGA Only`.

Remember to connect a CRT/LCD VGA monitor to the development board's DSUB-15 connector.

6. Reference software application

The reference C application, available in the `/sw` subdirectory provides an implementation for Bresenham's line generation algorithm.

There are two basic usage schemes of `plotline_test.c`.

When compiled as follows:

```
$ gcc -DTEST -DSTREAM -Wall -O2 -o plotline_test.exe plotline_test.c
```

executing `plotline_test.exe`, is used for generating the `plotline_data.txt` reference data file:

```
./plotline_test.exe >& plotline_data.txt
```

This file should be copied to the `sim/rtl_sim/run` subdirectory.

Alternatively, the reference application can be compiled for generating either a PBM (monochrome) or PPM (color) image file that emulates the VGA graphics display of the demo plotline system.

Thus, when compiled as follows:

```
$ gcc -DTEST -DSTORE -DDIAGNOSTICS -DSPARTAN3AN -DCOLOR -Wall -O2 -o
plotline_test.exe plotline_test.c
```

executing `plotline_test.exe`, produces the `plotline.ppm` file, while

```
$ gcc -DTEST -DSTORE -DDIAGNOSTICS -DSPARTAN3AN -Wall -O2 -o plotline_test.exe
plotline_test.c
```

is used for generating the monochrome `plotline.pbm` file.

7. Prerequisities

- Standard UNIX-based tools (tested with gcc-3.4.4 on cygwin/x86).
  - make
  - bash (shell)

  For this reason, Cygwin (http://sources.redhat.com/cygwin) is suggested, since it provides a near-complete POSIX environment.
- GHDL simulator (http://ghdl.free.fr) or Modelsim (http://www.model.com). The latest GHDL distribution (0.29.1, Windows version) also installs GTKwave on Windows.
- Xilinx ISE (free ISE webpack is available from the Xilinx website: http://www.xilinx.com)
- XnView [optional] is an image file viewer that supports PBM, PGM and PPM files. It is available from here: http://www.xnview.com